

Opposites Instructions

Goal: Score the most points by rolling opposite numbers

Number of Players: Two

Materials: One die numbered 1 to 6, one “sign” die with three “+” and three “-” faces, Opposites Recording Sheet, Number Line, two different game markers (e.g., penny and button)

Before Beginning

- Each player should choose a game marker.
- Players should decide who goes first.

How to Play

Play five rounds. To play a round:

1. Each player takes a turn:
 - Roll the number die once and the sign die twice. Record your rolls on the recording sheet.
 - Place your marker on the corresponding number on the number line.
2. . Record $>$, $<$, or $=$.
3. End the round:
 - If players are on opposite numbers, each player scores 3 points.
 - If players are on the same number, each player scores 2 points.
 - Otherwise, the player on the smaller number scores 1 point and the other player scores 0.

How to Win

The player who wins the most rounds wins the game.

Example game and example recording

Player 1 rolls +, -, and 5, records as below, and places a penny on -5.

Player 2 rolls -, -, and 3, records as below, and places a penny on +3.

Players fill in “ $<$,” since $-5 < +3$.

Player 1 scores 1 point, and player 2 scores 0

Player 1	$>$, $<$, or $=$	Player 2
+ (-5)	$<$	- (-3)

Greater Than, Less Than Recording Sheet

Player 1	>, <, or =	Player 2

Number Line

